

Rules of the Game



QUICK RULES

Get ready to shut the Super Box!

Roll the dice and add up the dots to shut the tiles of your choice. The tile total must match the dot total in any combination you want.

Throw the dice until no more tiles can be shut. The player with the lowest remaining tile total wins the round. Shut all the tiles in the Super Box and double your points!

Double Shutter is an enticing and irresistible game that combines tactical choices, luck and fun for the whole family.

ORIGINS

"Shut The Box" was created during the 17th Century in Normandy, France.

"Double Shutter", originating from the same region, is an interesting evolution of the original game: shutting two rows instead of one allows for more combinations and strategy!



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OBJECT OF THE GAME

Shut the Super Box or have the lowest remaining tile total.

PLAYING THE GAME

To start:

Have a piece of paper and a pencil handy to keep score.

Designate a scorekeeper.

Make sure all the tiles are flipped up.

Each player rolls a die to determine the turn order.

The player with the highest roll starts the game.

Turns:

One round of the game consists of each player taking one turn trying to beat the lowest total.

A player throws the dice into the box and adds up the dots.

This total can be broken down into any combination of numbers that correspond to the dot total.

For example, if the total is 8, the player could choose one of the following combinations of numbers if they are available to be shut:

- 8
- 7 & 1
- 6 & 2
- 6 & 1 & 1
- 5 & 3
- 5 & 2 & 1
- 4 & 4
- 4 & 3 & 1
- 4 & 2 & 2
- 4 & 2 & 1 & 1
- 3 & 3 & 2
- 3 & 3 & 1 & 1
- 3 & 2 & 2 & 1

After choosing a combination of numbers the player shuts the corresponding tiles. The player can only shut a tile from the second row if the tile in front of it has already been shut.

The player keeps throwing the dice to shut additional tiles.

Once a tile is flipped it stays shut.

When the total points on the uncovered tiles are six or fewer players can choose to throw only one die.

On each throw the entire dot total must be used, if it cannot, no tiles are shut for that throw and the turn is over.

Once a turn is over, total the numbers on the tiles that are still up (all numbers still showing in the first row count for double).

If this total is the lowest for the round remember it, it is now the new total to beat!

Rounds and Scoring:

A round consists of each player taking one turn trying to beat the lowest total. Each time there is a new lowest total in the round all other players have one try to beat it.

The round ends when the other players cannot beat the lowest total. The player with the lowest standing total for the round wins the round and scores 1 point for each of the other players in the game (Example: If there are 4 players, the winner of the round will score 3 points). Each of the other players deducts 1 point from their total score for that round.

If a player shuts the Super Box, all other players have one try to shut the Super Box. If nobody succeeds, the player who shut the Super Box wins the round and scores 2 points for each of the other players in the game. (Example: If there are 4 players, the winner of the round will score 6 points). Each of the other players deducts 2 points from their total score for that round.

The scorekeeper keeps the scores.

Winning the game:

A game can be played from 3 to 10 rounds. Players decide before starting how many rounds they want to play. The player with the highest score wins.

Game Option:

Solitaire:

Double Shutter is also a great Solitaire game.

Double Shutter is also a great Solitaire game. Players try to master the game and shut all the tiles in the Super Box. Be careful, this is an addictive pastime.